SEGA®

CHAMPION TENNIS™

HOW TO PLAY

For 1 or 2 players

In this game, one player competes with the computer or two players can play a match against each other.

CHAMPION TENNIS™

BEFORE YOU START....

1. This Game Cartridge is intended for SEGA Personal Computer SC-3000 or Computer Video Game SG-1000.

2. Turn the power switch on after inserting the Cartridge in the ROM Cartridge Inlet of the Body. The Body and / or the Cartridge may be damaged if you insert the Cartridge in the Body without turning the power off.

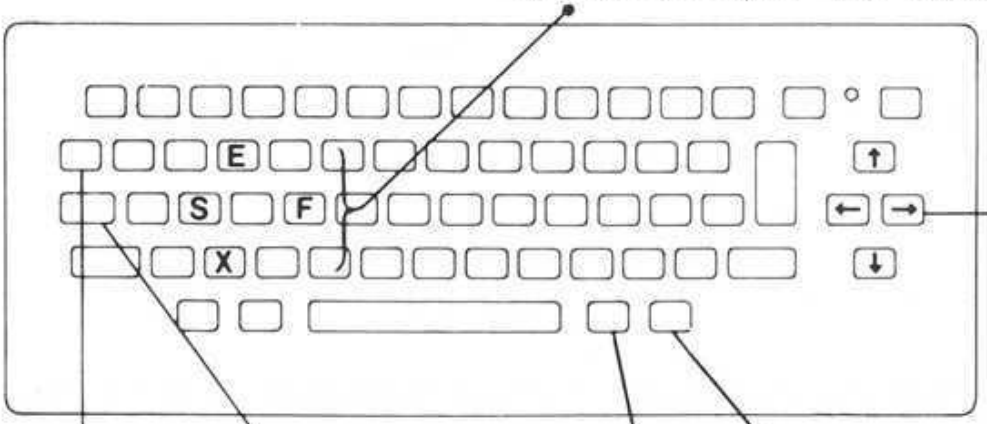
3. Use the Joystick when playing the game on the SG-1000. When playing the game on the SC-3000, either the Keyboard or the Joystick (an option) is usable.

4. **JOYSTICK:** When using the JOYSTICK with SC-3000, connect it with "JOY 1." When two players play the game, connect it with "JOY 2" also.

5. **KEYBOARD:** Refer to the drawing.

6. Pull out the Cartridge after turning the power off. Keep it in its case and handle with extreme care.

When playing by using the KEYBOARD (SC-3000)

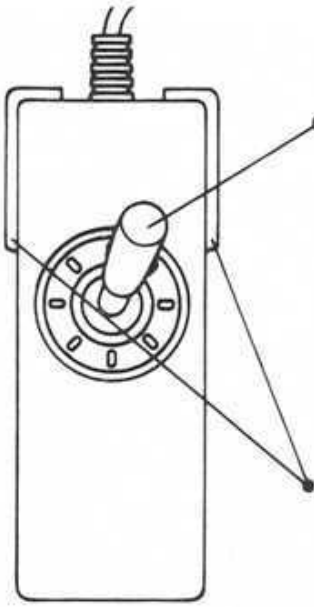


FUNC CTRL

Either one of the above FUNC or CTRL keys (or both), allows the game to be started and the stroking of the ball by each of the 2 players.

HOME CLR INS DEL

Either one of the above HOME CLR or INS DEL keys (or both) allows the game to be started and the stroking of the ball for 1 player.



When playing by the JOYSTICK

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How To Play

*** When using the JOYSTICK for play**

For 1 player, insert the JOYSTICK into "JOY 1" terminal and press the start button. Your player will be in the lower half of the screen. Other player is your computer opponent. For 2 players, insert the JOYSTICKS into "JOY 1" and "JOY 2". Then, press JOY-STICK No. 2 start button. Your player will be in the lower half of the screen and your opponent's in the upper half of the screen.

*** When using the KEYBOARD (SC-3000) for play, see the separate illustration.**

* One time play is called "one set". The player who wins 6 games first will win the set and the match. When 4 points (15-30-40-GAME) are scored, one game is won. When score reaches 40:40, it's called a deuce in which case, the player who scores an ad-vantage point and the following point first will win the game.

* Court changes take place each time respective games 1, 3, 5, 7 and 9 have been completed.

* When the ball stroking button is pressed, service ball receiving is possible. (Serving is done alternatively every other game.)

* When stroking balls that were returned, move the player to the ball positions. The player strokes the ball automatically.

*** Stroking lobbing balls**

(1) When the stroking button is pressed while volleying and the postion of both players is near the net, lobbing the ball (a high arched ball passing over the opponent's head) is possible.

(2) When the stroking button is pressed while rallying and the position of both players is at the rear of their respective courts, balls can be dropped just over the net in the opponent's court.

* The player can be moved in 8 directions, i.e., forward, back-ward, right, left, diagonally to the right (forward and backward) and diagonally to the left (forward and backward). When the JOY-STICK is used, direct the lever towards the direction you want the player to move in.

When using the KEYBOARD, for the right forward direction, simul-taneously press the right direction key and forward direction key. For diagonally left (forward and backward) movement, similarly use the left direction key and forward/backward key (for the B side movement, the procedure is reversed.)

* The player strokes the ball backhanded when he receives the ball on the left side of the center of his body, and forehanded when he receives the ball on the right side.

CAUTION:

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